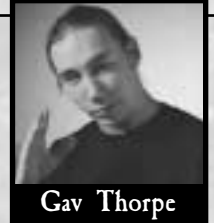




THE SLAYER OF WORLDS

Particulars of the Planet Killer, most malefic engine of the Chaos fleet.

Recently, White Dwarf have published exclusive Battlefleet Gothic rules for Space Marine fleets and special torpedoes, and being the nice, kind, generous souls that we are, we thought we'd do it again! Tim Adcock has produced a stunning (and very, very big) model while Gav has concocted some suitably terrifying rules for the most heavily armed ship in the Gothic Sector.



Gav Thorpe

The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would

have been physically possible outside of warp space. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries and torpedo launchers. Well armoured and protected by a plethora of shield generators, the Planet Killer's only weakness

seemed to be its ponderous speed.

It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.



The Planet Killer, sighted near the Port Maw system, in formation with an unidentified Chaos fleet.

History of the Origins and Activities of the 'Planet Killer', Flagship of Abaddon the Despoiler during the Gothic War [M.41].

Compiler Athrix Heremongh, by Order of Inquisitor Horst

The following chronography has been compiled from a number of sources, placed at my disposal by the revered Inquisitor Horst. Although derived from a wide source of evidence, this chronography is by no means exhaustive, and only reasonable accuracy can be achieved in placing events which occurred outside of Imperial presences, where little or no corroboration exists. Some secondary events which relate to the activities of Abaddon are included, to place the movements of the Planet Killer into context.

MAJOR SOURCES:

- Interrogation of captured Renegades of the Black Legion;
- Bureau of Stellar cartography, Proximus Mundi;
- Lord Milanavin, Imperial Naval Attaché, Port Maw;
- Numerous interviews of Imperial personnel eye witnesses, including Navy, Imperial Guard and Planetary Defence staff;
- Orbital chronologicistic surveyors;
- Ships' logs of Imperial Naval vessels.

c.978.M40 - Abaddon overthrows Lord Teknos of the renegade Forge World of Baji IV. The traitor tech-priests swear allegiance to Abaddon and return with him to the Eye of Terror.

c.982.M40 - The tech-priests begin construction of a massive stellar vessel within the Eye of Terror, using data recovered by Abaddon's forces from the halo world of Lanamorgstein.

c.990.M40 - Abaddon's advisor, Zaraphiston, leads Abaddon to the Daemon world of Spawndearth. Abaddon returns and urges the tech-priests to increase their efforts to complete construction of the Planet Killer.

c.000-015.M41 - Abaddon's agents and forces search for rumours which will lead to the location of ancient artefacts known as the Hand of Darkness and the Eye of Night. Abaddon orders his forces to capture these items at all costs.

c.016-143.M41 - Whilst construction continues apace on the Planet Killer, Abaddon awaits the recovery of the items he seeks.

139.M41 - Zaraphiston's visions show him the Arx Gap, a stable route out of the Eye of Terror which bypasses the heavily defended Cadian Gate. Abaddon sends a vanguard fleet to destroy the Imperial monitoring station on Arx.

c.139.M41 - The Planet Killer is completed and a massive effort begins to find enough crew to man it. Zaraphiston binds several daemons to the huge vessel, greatly reducing the manpower needed to run it. As warp storms begin to engulf the Gothic Sector, Abaddon commands his subservient Warmasters to attack.

c.140.M41 - Abaddon leaves the Eye of Terror through the now-clear Arx Gap, ordering the tech-priests to follow once the Planet Killer is operational.

143.M41 - Abaddon enters the Gothic sector, using the Hand of Darkness to capture the Blackstone Fortress at Rebo V. He then makes a rendezvous with the Planet Killer and takes it as his flagship. His first target is the world of Savaven, populated by members of the Ecclesiarchy. Cardinal Klein orders the Imperial Commander to refuse Abaddon's demand for unconditional surrender. Abaddon uses Savaven as a trial for the Planet Killer, destroying the planet in less than an hour and killing fourteen billion people.

144.M41 - The Planet Killer arrives at Saviour, a highly populated system in Lysades sub-sector. After revealing the Planet Killer, Abaddon demands that Saviour's orbital docks begin producing ships for the Chaos fleet. The commander of Saviour has little choice but to agree, the lives of eleven billion people are at stake.

144.M41 - The Commander of Brinaga [in the Brigia system] receives warning that Abaddon may attack soon, in an attempt to capture Blackstone VI. All communications are lost with Brinaga shortly afterwards. A patrol vessel reports that the existence of Brinaga can no longer be confirmed.

144.M41 - Abaddon takes the Planet Killer to Fularis, where Blackstone I orbits Fularis II. While the captured Blackstone Fortresses destroy Fularis II, Abaddon uses the Planet Killer and its attendant fleet to shatter battlegroup Merlin which protects the system. Unopposed, the Planet Killer destroys the second moon of Fularis III, long suspected of being the lair of an Eldar pirate band.

146.M41 - The Planet Killer is spotted moving towards Stranivar in Bhein Morr. Stranivar has been blockaded for two years, but still refuses to surrender. Communications are lost with Stranivar, an investigating fleet discovers much of the hive world devastated by meteors created by the destruction of all three of its moons.

147.M41 - An Imperial patrol flotilla encounters the Planet Killer as it leaves warp space, entering the Corain system. They attack immediately before the rest of Abaddon's fleet can arrive. After causing considerable damage, the Imperial fleet is finally driven off by the Planet Killer's immense arsenal. Abaddon's forces invade Corain VI and take over its mines. Loyalist guerrilla fighters report that considerable amounts of trikali crystal are shipped into orbit, where the Planet Killer is stationed. Trikali crystal is mainly used in the anti-magnetic containment fields of warp generators and plasma reactors.

148.M41 - Abaddon invades Drakulu system and enslaves the two million inhabitants of the system's main planet, an agri-world. It is widely believed that many of these end up as sacrifices for Zaraphiston's magics, the remainder being forced into service as crews on the Planet Killer and other vessels.

150.M41 - Zaraphiston predicts that the warp storms will end soon. Abaddon quickly moves his fleet out of Drakulu and meets with the Blackstone Fortresses. News reaches Abaddon of reinforcements gathering in the Tamahl Sector, ready to counter-attack through the Tarantis jump point. He sends the Blackstone Fortresses to destroy the Tarantis star and thereby prevent enemies from using the jump point, while he takes the Planet Killer to neighbouring Boetia. Using the power of the Planet Killer, Abaddon eradicates the Adeptus Astra Telepathica facility in Boetia's asteroid belt, cutting off the navigational beacon that would have helped any Imperial ships daring to jump through the warp storms.

151.M41 - Abaddon leaves the Planet Killer under the command of Warmaster Malefica Arkham and travels with the Blackstone Fortresses to Schindlegeist to attack Blackstone V. The Planet Killer is despatched to attack Arimaspa as a diversion. Abaddon is defeated at Schindlegeist, but the Planet Killer succeeds in destroying two of the five planets that make up the Arimaspa system.

154.M41 - Malefica Arkham, having been abandoned by Abaddon, tries to use the Planet Killer to carve an empire of his own. The world of Gonnacrash in the Quinox Sound swears sovereignty to his rule, but, as he moves the Planet Killer to Kharlos II, Arkham is discovered by Omega squadron, freshly arrived from outside the Gothic Sector. With no vessels to support him, Arkham still decides to attack, but the Planet Killer is eventually destroyed by the continuous torpedo fusillade of the four Lunar class cruisers.

156.M41 - An expedition is launched by Inquisitor Horst to recover the hulk of the Planet Killer for study by the Adeptus Mechanicus. No trace of it can be found, and there are worrying rumours of a Black Legion vessel being sighted in the vicinity.

The ultimate destruction of the Planet Killer cannot be confirmed, yet in the years since the Gothic War there have been no confirmed sightings of it either. Whether this devastating weapon is still at Abaddon's disposal it is impossible to conclusively say at this point. If it is still operational, then the Imperium may once again shudder before its awesome might.

REPORT ENDS

Appendices to Report of the Scribe Historicus

Part the Second: Technical Data

All Technical Details that are Known or can be Deduced from Close Range Observation of the Renegade Vessel Known as the 'Planet Killer'.

Compiler Athrix Heremongh, assisted by Magos Technologis Ginaf Chero.

Unidentified Structure

Possibly an extra-spatial pickup device of sorts. Some have hypothesised that these are simply communications and/or sensory arrays, in which case their configuration is such that interference from the warp core would make them all but useless.

Macro-Projectile Weapons Systems

Massive calibre weapons capable of firing large rounds to an extreme range. Other than their unusual size, these are of similar pattern to those observed on other renegade vessels.

Excretion Pattern

Tri-diotic Laser Array

This weapon system has been in continuous use since mid M23, although it is currently classified *Perdita* by Imperial Naval Commissioners.

Torpedo Tubes

Unusually configured to allow a wider arc of launch than is standard on our own vessels. These are capable of launching a torpedo spread commensurate with the size of the vessel.

Armageddon Gun Projection Barrels

These elements are unique to this vessel and we are as yet no closer to fully understanding the manner of their operation. That they are capable of focussing and projecting an energy beam of immense power is beyond doubt. However, the type of energy involved and exactly where it is generated remain a mystery. The reason for the larger size of the central barrel is equally shrouded in uncertainty. Many hypotheses have been put forward but none bear up to close scrutiny or sustained logic.

Ventral Stabilisation and Trans-Etheric Relay

A common structure seen on many renegade vessels and older patterns of Imperial shipping. The size of these is inconsistent with the estimated mass of the vessel, so it is possible that other systems are also incorporated into these structures.

Unidentified Structure

Postulated functions include tertiary warp-core phasing accelerator or some kind of 'charging-coil' for the vessel's primary weapon system. Certainly no identifiable system on this vessel is capable of generating the phenomenal levels of energy which the weapon must require.

Note Regarding External Dimensions

Unfortunately no reliable assay has been made of the vessel's size, but it is without doubt significantly larger than our battleship classes. Captain Vinrex of the *Felicitas* estimated gross displacement as being in excess of 400 million!

Even a Heretic may repent and in his death be saved. A Traitor is forever damned.

ABADDON THE DESPOILER

Scourge of the Gothic Sector

...And lo the beast issued forth to assail the righteous and cast down their works. Though the beast stood clothed in human form, no flesh could conceal the corruption of his damned soul, and the foul denizens of the outer dark flocked to his banner. The righteous cried out for retribution, but the beast would not be laid low. The name of the beast became a curse upon the lips of the righteous, and that curse was Abaddon.

Orations of Saint Josephus, apocalypt of Savaven.

Abaddon is known to be the driving force behind the Black Crusade which ravaged the Gothic Sector between 142.M41 and 160.M41. What means he used to bring together the fleets of so many different Chaos lords and warmasters is unknown, but even his unholy gift of leadership must have been stretched to the full coordinating the attacks of such an anarchic coalition. Abaddon's own warfleet was the most powerful in the sector and one of the last to be defeated. This was in no small part due to the awesome power of the Planet Killer at his command, to say nothing of the Blackstone Fortresses he succeeded in corrupting to the service of the Dark Gods.

Abaddon was once a Space Marine, a captain of the Lunar Wolves' 1st Company during the Great Crusade, over 10,000 years ago, conquering distant stars in the name of the Emperor. The Lunar Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. But at the time of the Great Heresy, Abaddon chose to betray the Emperor and join with the forces of his Primarch, the Warmaster Horus, in his attack on Earth. Upon Horus' defeat, Abaddon rallied the

remnants of the hordes which had fought on Earth and fled to the Eye of Terror, where the powers of Chaos welcomed him as their champion.

For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.

ABADDON AS FLEET COMMANDER

Abaddon can be chosen to act as fleet commander in any game in which the Chaos fleet is worth 1,000 points or more. You may not place a Chaos Lord on the same ship as Abaddon (you don't get to be a Chaos Lord by spending lots of time near a bloody-tempered maniac!). He has the following characteristics:

Leadership: 10

Abaddon is an exceptional commander in all respects. His crew and fleet live in

mortal terror of arousing his anger and perform at peak efficiency when he is aboard. He is also aided by the prophecies of the Sorcerer Zaraphiston.

Re-rolls: 1 per turn.

Abaddon's fleet is allowed to re-roll a single Command check or Leadership test each turn.

Abaddon's awesome reputation and dogged determination ensure there are seldom any failures in the chain of command. When there are, the consequences are likely to be dire.

Special Rules

Boarding Actions: Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-and-Run Attacks: Abaddon will have his own ship sealed tight against hit-and-run raiders (he knows every trick in the book). Therefore, hit-and-run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-and-run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite

The envoy stood in front of the ornate throne, visibly shaking with terror.

"Re... regrettably, Imperial Commander Lorus has instructed me to inform you that your demands for the surrender of the Imperial world of Savaven cannot be considered," the envoy said, his voice quavering with fear. "This world is the sovereign domain of the almighty Emperor of Mankind, blessed may He be in His benevolence."

"The Emperor of Mankind?" Abaddon growled, leaning forward in his skull-encrusted throne to glare at the envoy. "Soon, I will be the new Emperor of the galaxy. That weakling fool on Terra will be no match for me when the full power of Chaos infuses me. Even Horus will pale in comparison to my might. I shall be a living god!"

The Warmaster sat back and closed his eyes for a moment, deep in thought, or perhaps communing with some unseen entity. His eyes snapped opened again and a fierce light burned in them.

"You dare to resist me?" Abaddon stormed, stepping out of the throne, his bulky Terminator armour grinding loudly. "I will crush you for this impudence! I will see the stars extinguished with the blood of your kind!"

With a bestial roar, Abaddon smashed his right hand into the envoy's chest, the Talon of Horus ripping through flesh and bone with a splintering noise. With a snarl, the Warmaster closed his fist and wrenched his hand out. Turning to Zaraphiston, the Sorcerer of Tzeentch, Abaddon held up the envoy's heart, blood running down his arm and dripping onto his face and chest.

"Power up the main weapon. I will destroy Savaven for her impudence. I shall send a message of terror to a hundred worlds!" declared the Warmaster, his eyes staring madly at the Sorcerer.

With a gesture Zaraphiston sent renegade tech-priests scuttling around the bridge. The deck began to throb as the mighty battleship's engines pushed the huge vessel into orbit, while the whine of power building up reverberated off the bulkheads. For several minutes the gigantic starship forged through the void towards the Imperial planet. About the world were several orbiting stations, and as Abaddon's flagship approached, the defences opened fire. Missiles streaked across the ether only to be obliterated by fierce volleys from the dozens of turrets studding the ship's hull. Orbital defence lasers opened fire, most of their energy beams scattering harmlessly off the powerful protective

Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"You have failed me for the last time..."

Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry – very, very angry! In the Chaos shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate – Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose one damage point as the Black Legion massacre those who failed him. No Leadership increase is gained.



**ABADDON THE DESPOILER,
WARMASTER OF CHAOS**

shields of the battleship, the few hits that managed to penetrate barely leaving a mark on the massively armoured hull.

A few heavily armed defence monitors clumsily manoeuvred into position to attack the approaching vessel, but, as the Chaos ship closed the range, it returned fire. A fusillade of destruction lit up space as the Planet Killer's batteries targeted the defence ships, smashing them aside in a few deadly salvos. Torpedoes roared from the battleship's dozens of tubes, erupting across the surface of a defence station in blossoms of fiery destruction, the wreckage tumbling out of orbit to burn up in the atmosphere of Savaven. Still the battleship continued its relentless advance, the ravaging energies of lances slicing through orbital docks, while plasma drivers and fusion cannons obliterated everything within range. Even as it entered low orbit, the gigantic vessel continued its

bombardment, its powerful weapons striking against bunkers and missile silos on the planet's surface, leaving palls of smoke dozens of kilometres long drifting across Savaven's night sky.

An aura of energy built up around the core of the ship, a storm of lightning arced from the edges of the aperture until, with a blinding flash that eclipsed the light of Savaven's star, the Planet Killer fired. A storm of destruction struck Savaven, its atmosphere began to boil away, the immeasurably powerful beam boring through its crust causing earthquakes and tidal waves to sweep across the Cardinal world's surface. The ice caps began to melt and chains of dormant volcanoes erupted across the globe, vaporising the seas and sending scorching steam billowing into the thin air. With a continent-sized detonation, the planet's core erupted, the massive release of energy thrusting the

planet out of orbit and sending it spinning wildly off its axis. With a final death-spasm Savaven disintegrated into a billion shards of molten rock, which spread across the heavens like glowing dust.

Zaraphiston laughed out loud as he looked at the twinkling remains of Savaven on the hololithic projector.

"Isn't that beautiful?" he crowed, turning to look at Abaddon beside him.

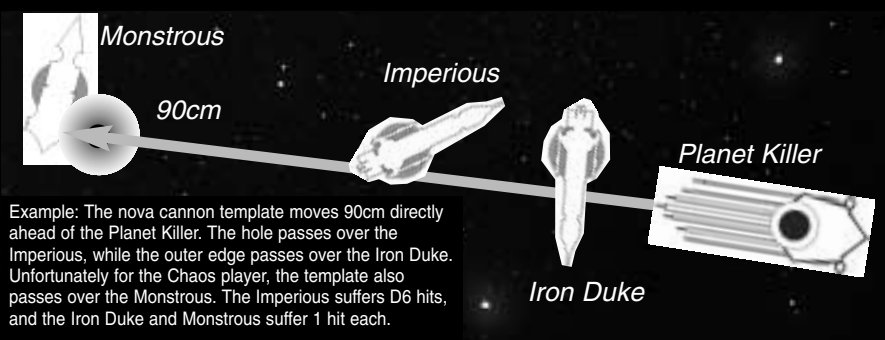
"It is just the beginning," the Warmaster replied. "I shall write my name across the stars with the blood of my enemies. Death cries beyond counting shall sing a hymn of doom to herald my divine ascension."

PLANET KILLER RULES

THE ARMAGEDDON GUN

The Armageddon Gun may not be fired if the ship has been crippled or is on *Burn Retros*, *All Ahead Full* or *Brace For Impact* special orders. The Armageddon Gun can only be fired directly ahead of the ship. To fire the Armageddon Gun, place the Nova Cannon template so that it is touching the Planet Killer's stem then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the Nova Cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon Gun has fired, it must build up another charge of energy and you must use *Reload Ordnance* orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the Armageddon Gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon Gun useless for the rest of the battle. On a roll of any other double, the Armageddon Gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use *Reload Ordnance* orders for these at the same time as for the Armageddon Gun. In this case, only make one Command check but apply the roll equally to both weapons systems (eg if you roll a double six, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

FIRING THE ARMAGEDDON GUN



The Planet Killer in Exterminatus

The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon Gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically.

INCLUDING THE PLANET KILLER IN OTHER BATTLES

Below is an additional entry to the Chaos incursion fleet list so that you can use the Planet Killer in your Battlefleet Gothic games. However, the Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you

could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. The attackers must cripple the Planet Killer to win.

Similarly, you could fight a Convoy scenario, with the Planet Killer counting as eight transports. The Planet Killer's unwieldy size will make it difficult to manoeuvre in the dense celestial phenomena, offsetting its far greater offensive capabilities. If the Planet Killer moves off the opposite table edge undamaged then the Chaos player wins. If it is crippled before it escapes it is a marginal attacker win and if it is destroyed the attacker gains a major win.



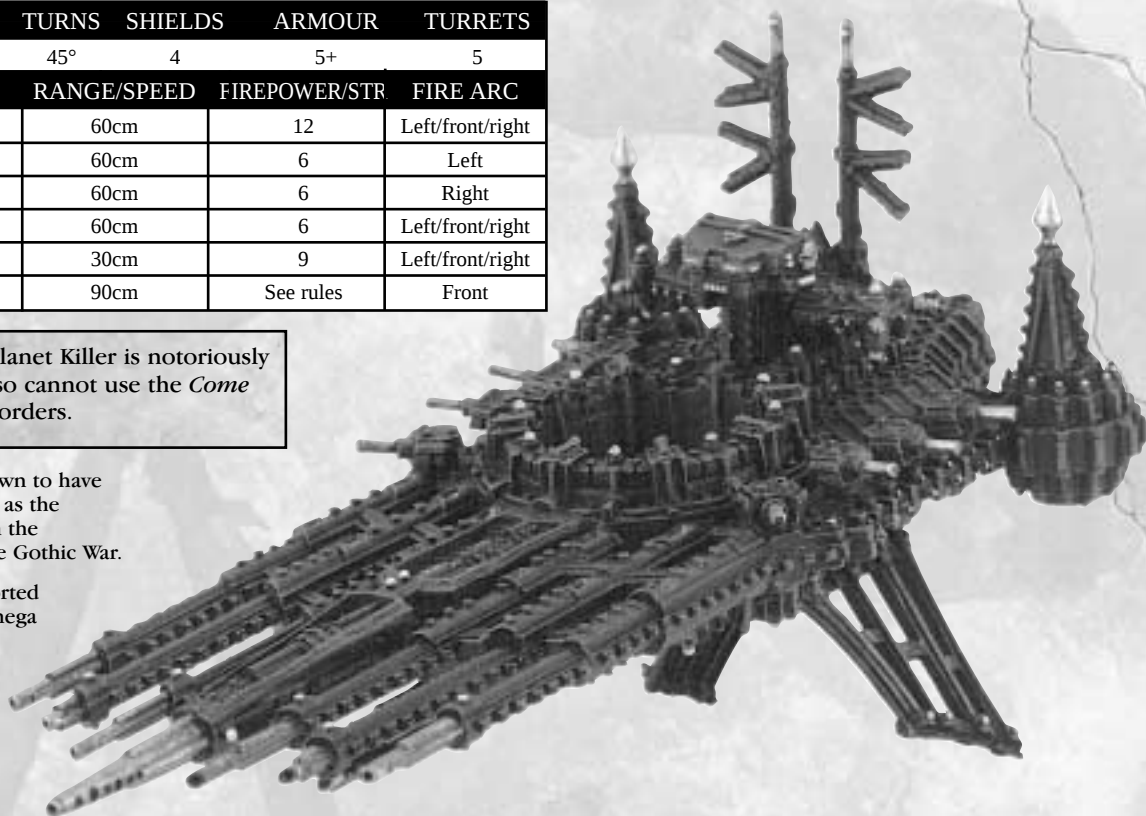
CHAOS PLANET KILLER 505 pts

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		60cm	12	Left/front/right	
Port weapons battery		60cm	6	Left	
Starboard weapons battery		60cm	6	Right	
Dorsal lances		60cm	6	Left/front/right	
Prow torpedoes		30cm	9	Left/front/right	
Armageddon Gun		90cm	See rules	Front	

Special Rules: The Planet Killer is notoriously slow to manoeuvre and so cannot use the *Come To New Heading* special orders.

Only one Planet Killer is known to have been built and that was used as the personal flagship of Abaddon the Despoiler during much of the Gothic War.

The ship was eventually reported destroyed by Battlegroup Omega near to the recently annihilated planet of Kharlos II, although the hulk was never recovered as confirmation of the vessel's destruction.



ADDITIONS TO THE CHAOS FLEET LIST

“Speak not to me of Abaddon, blackest of hearts, basest of fiends. Who else amongst the hosts of the traitors embraced Damnation with such a fierce glee?”

– Attributed to Roboute Guilliman, Primarch of the Ultramarines

FLEET COMMANDER

You may include Abaddon the Despoiler as the Warmaster in any Chaos Fleet worth more than 1,000 points.

Abaddon (Ld 10) 195 pts

Abaddon receives one re-roll per turn, in addition see his special rules as stated in this article.

CAPITAL SHIPS

A fleet of 1,000 points or more may include the Planet Killer.

0-1 Planet Killer

Planet Killer 505 pts



“And furthermore it is our conclusion that such a machine therefore does not exist and any personnel claiming to have seen it are deluded.

It has been proven to a high degree of probability that the destruction of Kharlos II is wholly the result of coincidental seismic activity.”

– From the conclusions of the preliminary report on the destruction of Kharlos II by the Imperial Commissioner for Moral Truth